Suttanop Chanah

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GitHub: github.com/RookieJoel

SUMMARY

Computer Engineering student passionate about developing reliable and secure systems. Experienced in backend development using Node.js, Express, and PostgreSQL/MongoDB, with hands-on experience deploying Dockerized applications. Interested in applying DevSecOps and cybersecurity principles to enhance software reliability through secure coding and CI/CD integration. Seeking an internship to apply skills, gain real-world experience, and contribute to meaningful tech projects.

EDUCATION

Chulalongkorn University
Bachelor of Engineering in Computer Engineering | GPA 3.36

- Relevant Coursework: Software Engineering, Database Management, Computer Networks, Operating Systems
- Core Team of Google Developer Group on Campus: Technical Team

WORK EXPERIENCE

Chulalongkorn University (ISD), SGCU   July 2025 – present
Software Developer – Information System Development

- Designed backend systems and database schemas for scalable applications, focusing on secure system architecture.
- Implemented robust authentication and logging modules, supporting secure access and auditing for 4,000+ users.

CU-first date, Rub Puen Kao Mai
Backend Developer - Freshman Engagement Platforms

- Developed secure APIs for staff registration and validation processes, ensuring data integrity and access control.
- Improved reliability of freshman activity management systems through optimized APIs and data structures, contributing to system stability.

PROJECTS

ThamRoi – Full-Stack Travel Companion Platform   2025
Team Lead & Scrum Master

- Managed CI/CD pipeline for automated testing and deployment using GitHub Actions.
- Developed core matching functionality using Node.js and React, integrating secure coding practices for user data protection.
- Served as Team Lead & Scrum Master, coordinating development sprints and reviews, fostering a collaborative and agile environment.

Columbus Project: New Heaven – Turn-Based Strategy Game   2024
Game Developer

- Developed a turn-based strategy game applying Object-Oriented Programming (OOP) principles and Design Patterns for modular and scalable game logic.
- Implemented hexagonal map system, combat mechanics, and resource management, focusing on robust and maintainable code.

SKILLS & INTERESTS

- *Technologies:* Node.js, Go, Python, Express, React, PostgreSQL, MongoDB, Docker, Kubernetes, GitHub Actions, AWS (conceptual), Google Cloud Platform (GCP).
- *Skills:* Backend Development, Full-Stack Development, CI/CD Pipeline Design, Containerization, API Development, System Design, Database Management, Agile Methodologies, Scrum, Object-Oriented Programming (OOP).
- *Interests:* DevOps, DevSecOps, Cybersecurity, Cloud Security, Cloud Infrastructure Automation, Distributed Systems, Software Architecture.